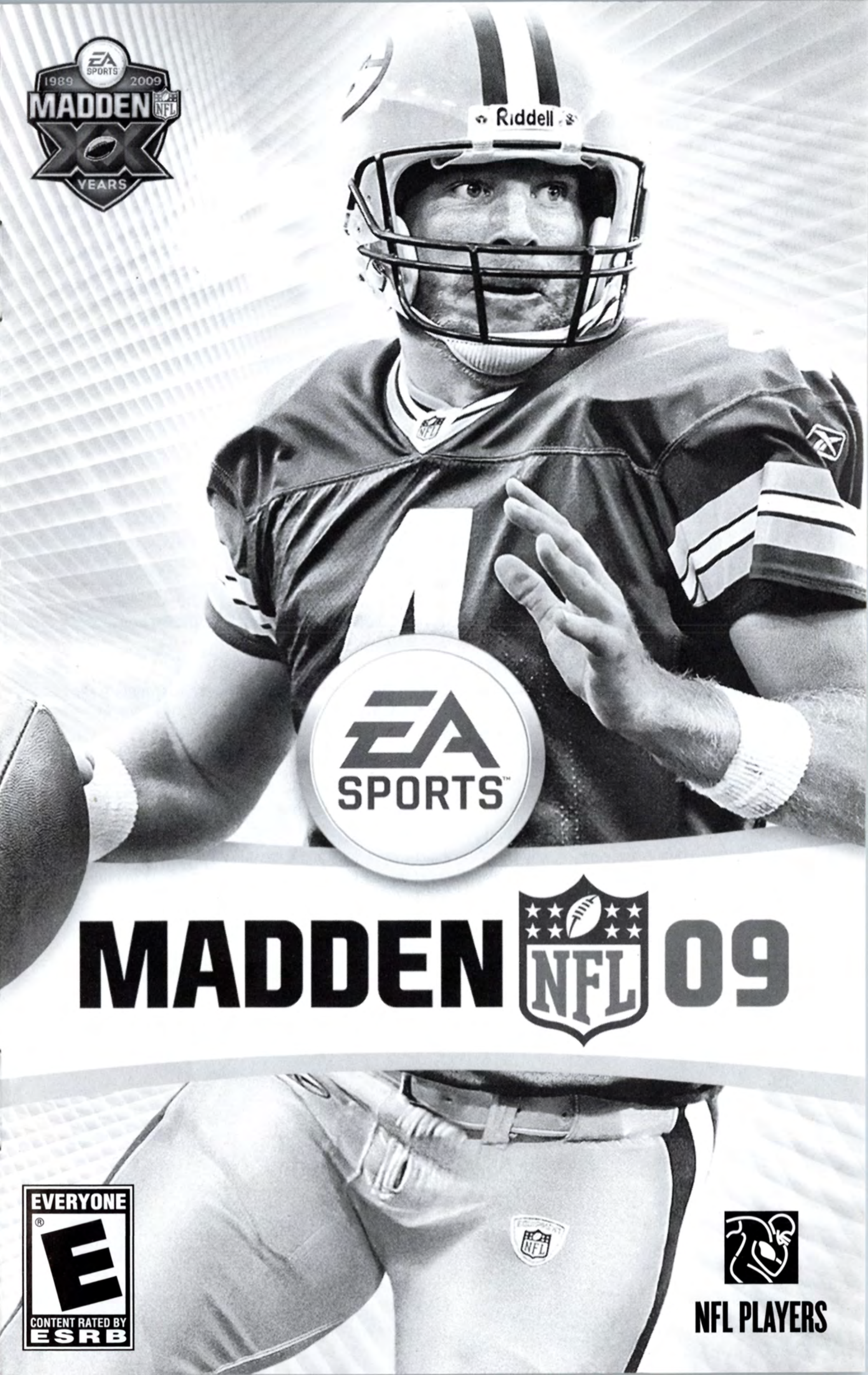
EA SPORTS
1989 2009
MADDEN NFL
XX
YEARS
Riddell
EA SPORTS
MADDEN NFL 09
EVERYONE
E
CONTENT RATED BY ESRB
NFL PLAYERS

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system.
  Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

COMPLETE CONTROLS

BOTH SIDES OF THE BALL

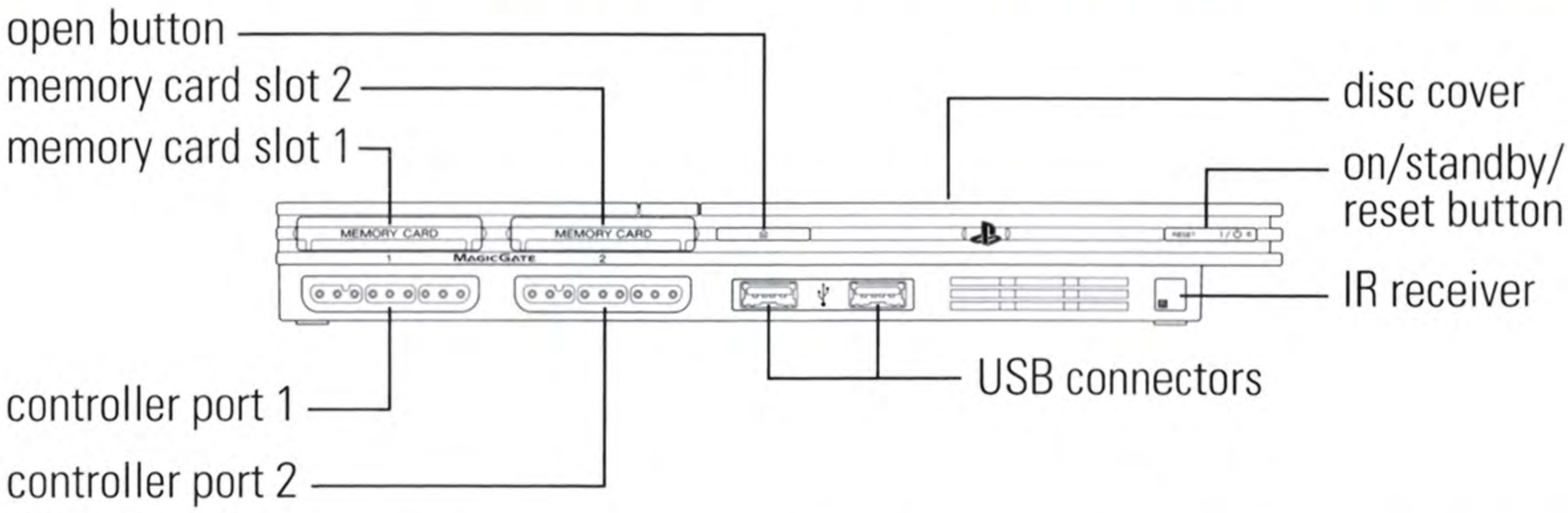
PRE-SNAP	
Call an audible	□ button then □ button, ⊗ button, ○ button, L1 button, or R1 button
Cancel audible (before selecting a play)	△ button
Reset original play (after calling an audible)	□ button then L2 button
Flip play (at the line of scrimmage)	□ button then R2 button
View play art	R2 button
Bluff play art (multiplayer games only)	R2 button + right analog stick
View player weapons	L2 button
Move player	left analog stick
Call timeout	**SELECT** button

NOTE: You can assign new audibles to each button in the Coaching Strategy screen (via the My Madden menu) or at the pause menu.

Complete Controls are continued on p. 3.

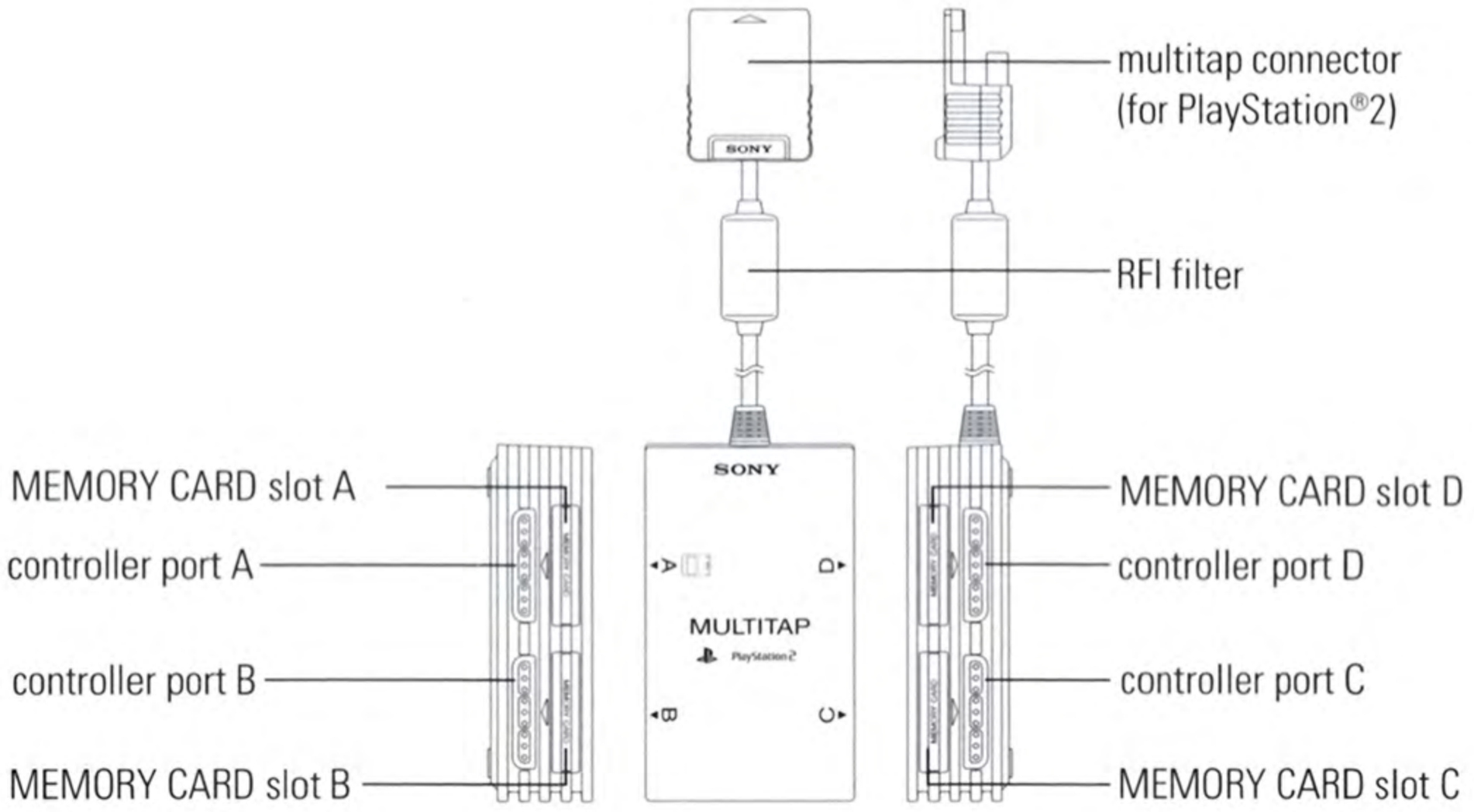
WWW.EASPORTS.COM

GETTING STARTED



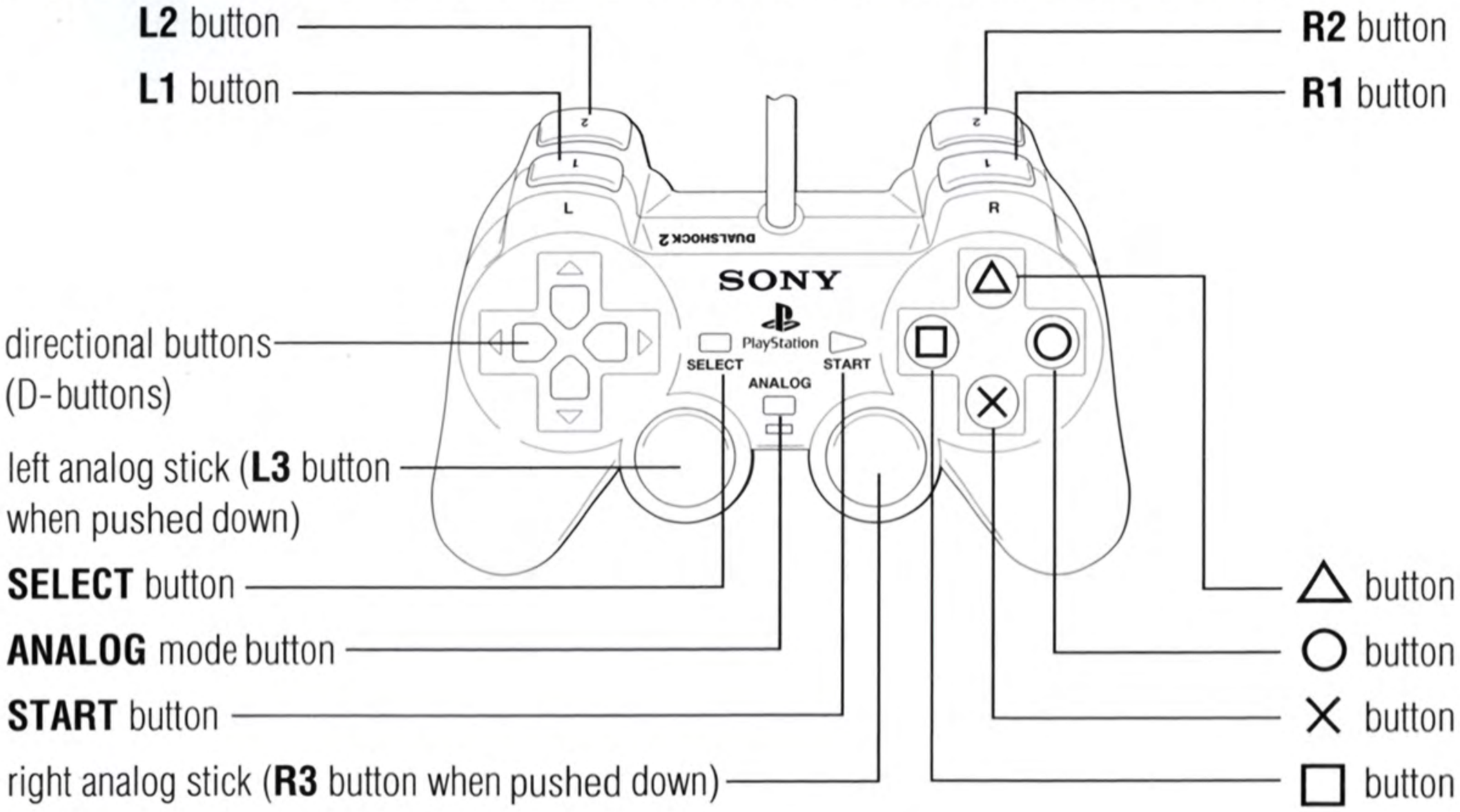
1. Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system.
2. Check that the system is turned on (the on/standby indicator is green).
3. Insert the *Madden NFL 09* disc in the system with the label side facing up.
4. Attach game controllers and other peripherals as appropriate.
5. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTE: When using the multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



OFFENSE

PRE-SNAP	
Snap ball	⊗ button
Switch direction of a running play	right analog stick ←/→
Change primary receiver's route	right analog stick
Change primary receiver/ Lock on to receiver	R2 button + receiver's button
Call a Hot Route	△ button then the receiver's button, then: Directional button ↑ for a streak pattern Directional button ↓ for a hitch pattern Directional button ←/→ for an in/out pattern right analog stick ↓ to run Smart Route L2 button/R2 button for a left/right slant **NOTE:** Customize your Hot Routes in the My Madden Coaching Strategy menu.
Send a player in motion	left analog stick ↑/↓ to highlight eligible player then left analog stick ←/→ to send that player in motion
Receiver control/Lead blocker control (see p. 8)	◎ button
Slide offensive line protection	L1 button, then: Directional button ↑ to spread the offensive line Directional button ↓ to pinch the line Directional button ←/→ to shift blocking left/right Press △ button to cancel
Formation audible	R1 button then Directional button
Fake snap	**R3** button
Quiet crowd	**L3** button

RUNNING WITH THE BALL	
Move player	left analog stick
Highlight Stick	right analog stick ⬆ power backs lower their shoulder and truck over defenders/Agile backs dodge the tackler ⬇ Back juke ⬅/➡ Big juke left/right
Double moves (agile ball carriers only)	L1 button/R1 button (hard press)
QB or wide receiver slide/Dive	▣ button (tap)/▣ button (hold)
Cover up/Protect ball	△ button (hold)
Sprint	✕ button
Spin	○ button
Cut moves (juke) left/right	L1 button/R1 button
Stiff arm left/right	L2 button/R2 button

PASSING AND RECEIVING	
Look left/right	right analog stick ⬅/➡(when QB Vision mode is enabled)
Precision passing	left analog stick or Directional buttons as you release the ball to lead the pass in a certain direction
Throw ball	△ button, ▣ button, ○ button, L1 button, or R1 button (tap button for lob pass; hold button for a bullet)
Direct receiver (see p. 8)	**R3** button then right analog stick in any direction (when QB is out of the pocket)
QB Avoidance (see p. 8)	right analog stick (while under pressure)
Throw ball away	L2 button
Call for ball	L1 button **NOTE:** This feature only works when playing with a teammate in a multiplayer game, in Superstar mode when playing as a wide receiver, tight end, or running back, or when controlling a receiver in a single player game.
Pump fake	R2 button
Control intended receiver	○ button (while ball is airborne)
Dive	▣ button
Catch	△ button
Swat	L1 button

LINEMEN BLOCKING CONTROLS	
Impact/Cut block	right analog stick ⬆/⬇
Turn block left/right	L2 button/R2 button
Pull/Hold defender	L1 button
Diving block	▣ button
Jump	△ button
Strafe	R1 button
Change blocking assignment (before the snap)	△ button, then press the button of the running back or tight end whose passing/blocking route you want to change. Then press the L2 button/R2 button to change the assignment left/right.

AFTER THE PLAY	
Spike ball (to stop the clock)	◉ button (hold)
Fake spike trick play	▣ button (hold)
No huddle/Hurry-up offense	△ button (hold to repeat previous play)
Instant replay	L1 button + R1 button (before playcalling screen appears)

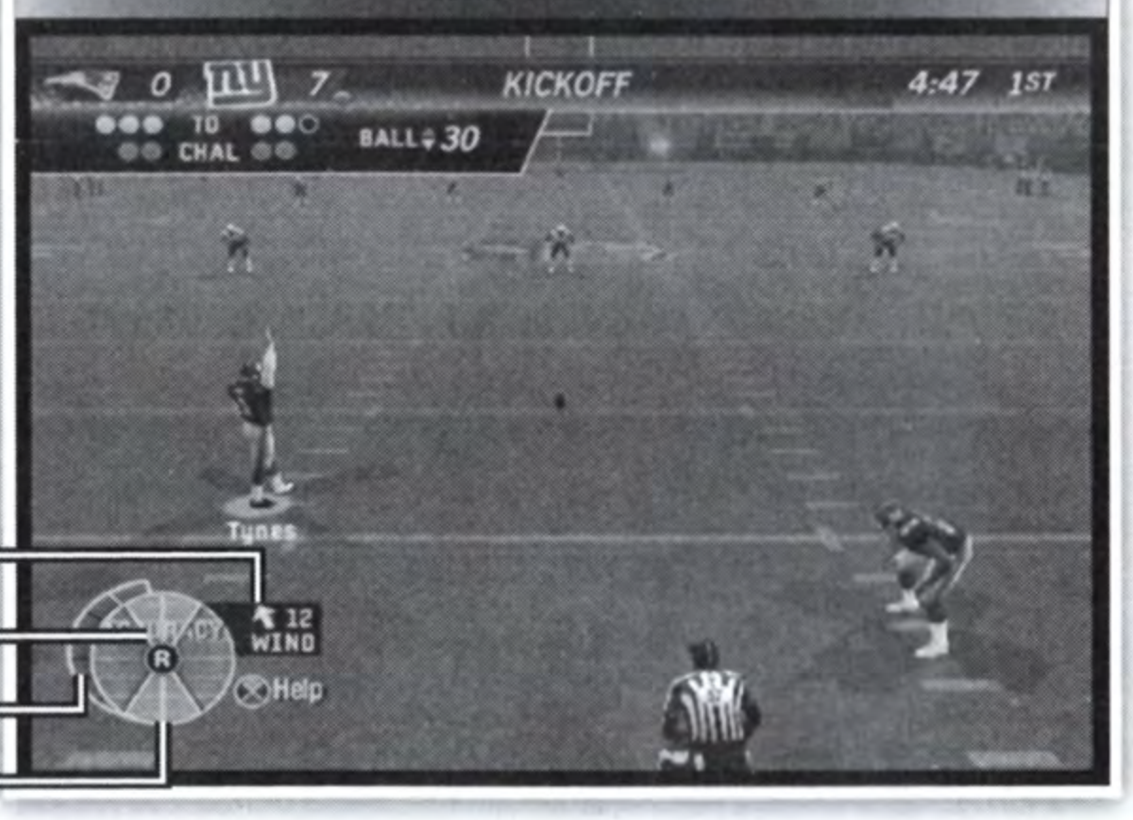
DEFENSE

PRE-SNAP ADJUSTMENTS	
Choose a player to control	⊗ button or ◉ button (tap) or ⊗ button or ◉ button (hold) + Directional buttons or left analog stick to select a player in a certain direction
Defensive playmaker	Highlight a player then move the right analog stick: ⬆ to put linebackers and defensive linemen in a hook zone (yellow) or DBs in a deep zone (dark blue)—if the DB is already in a deep zone, it becomes a short zone ⬇ to blitz/⬇ twice for QB contain blitz ⬅ to go into QB spy coverage (orange) ➡ to play a flat zone (light blue)—if the coverage is already a flat zone, it becomes a curl zone/➡ twice to play a curl zone (purple)
Defensive line adjustments	L1 button then Directional button: ⬆ to spread the defensive ends outside the tackles ⬇ to move the line in tight between the tackles ⬅/➡ to shift the line left/right L1 button then right analog stick: ⬇ to make line crash in ⬆ to make line rush to the outside ⬅/➡ to make line crash left/right L1 button then L2 button to reset the shift
Linebacker shifts	R1 button then Directional button: ⬆/⬇ to spread linebackers out/move them in tight ⬅/➡ to shift linebackers left/right R1 button then right analog stick: ⬇ to blitz all linebackers ⬆ to call off all linebacker blitzes and put them into hook zone ⬅/➡ to blitz the right/left outside linebacker R1 button then L2 button to reset the shift
Coverage audibles	△ button then Directional button: ⬆/⬇ to put DBs into loose/press coverage ⬅ to show blitz ➡ to shift the safeties and linebackers into better position to cover their assigned man △ button then R2 button to disguise your coverage by sending your defenders back to their default positions (as seen on the playcalling screen) △ button then L2 button to reset coverage
Shade safeties	△ button then right analog stick ⬅/➡/⬆/⬇ to shade the safeties' zone coverage to the left/right/outside/inside
Change individual matchups	△ button then the button of the offensive player you want to match up against, then Directional button: ⬆/⬇ to play/bump off the receiver ➡ to double team the receiver with the highlighted defender
Spotlight receiver	R2 button (hold) and then press the button of the receiver you want to spotlight.
Pump up crowd (linebackers only)	**L3** button

AFTER THE SNAP	
Move player	left analog stick
Control player nearest to the ball	◉ button
Commit to the run/pass	right analog stick immediately after the snap of the ball to commit to: ⬆ a pass ⬇ an inside run ⬅/➡ a run to the left/right **NOTE:** Committing to a play is the ultimate risk/reward situation. If you commit to the wrong play, odds are the offense will take advantage in a big way.
Hit Stick	When you are about to engage the ball carrier, right analog stick ⬆ to hit high and ⬇ to hit low.
Sprint	⊗ button
Dive	▣ button
Jump/Intercept/Hands up (while rushing QB)	△ button
Strip ball	L2 button/R2 button
Rip/Swim/Spin (when engaged)	L1 button/R1 button
Strafe (when not engaged)	R1 button
Swat ball (when not engaged)	L1 button

KICKING	
Aim kick	left analog stick
Start kick meter	right analog stick ⬇ (the direction of the kick is also determined by the direction of the right analog stick as you move it back)
Kick ball (after the kick meter has been activated—for best results, stop the meter when the energy bar reaches the blue accuracy zone)	right analog stick ⬆

KICK METER



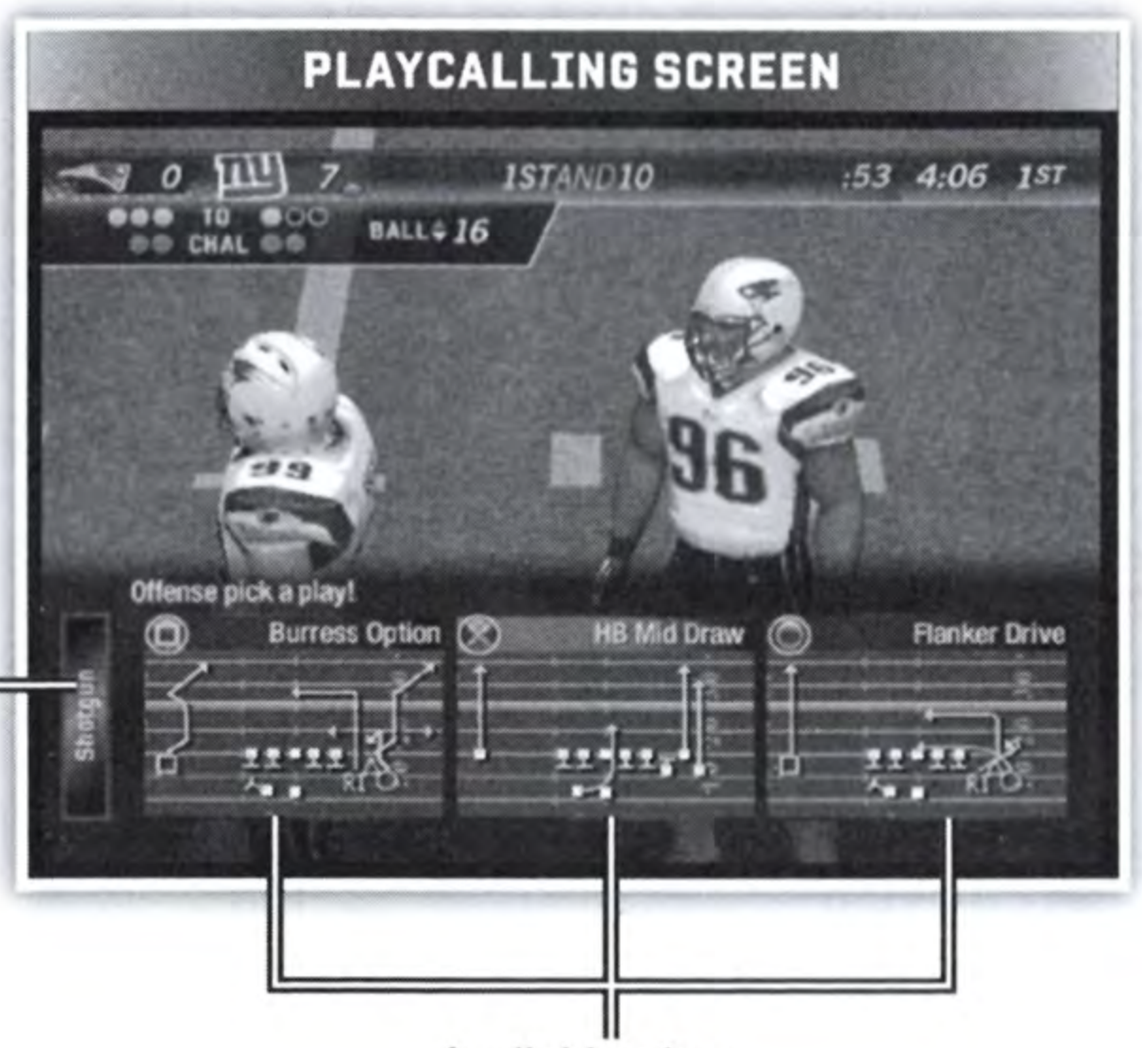
KICK RETURNS	
Fair catch	△ button
Touchback	Remain in the end zone

PLAYING THE GAME

Before you set your sights on a Super Bowl Championship, warm up with an exhibition game in Play Now mode.

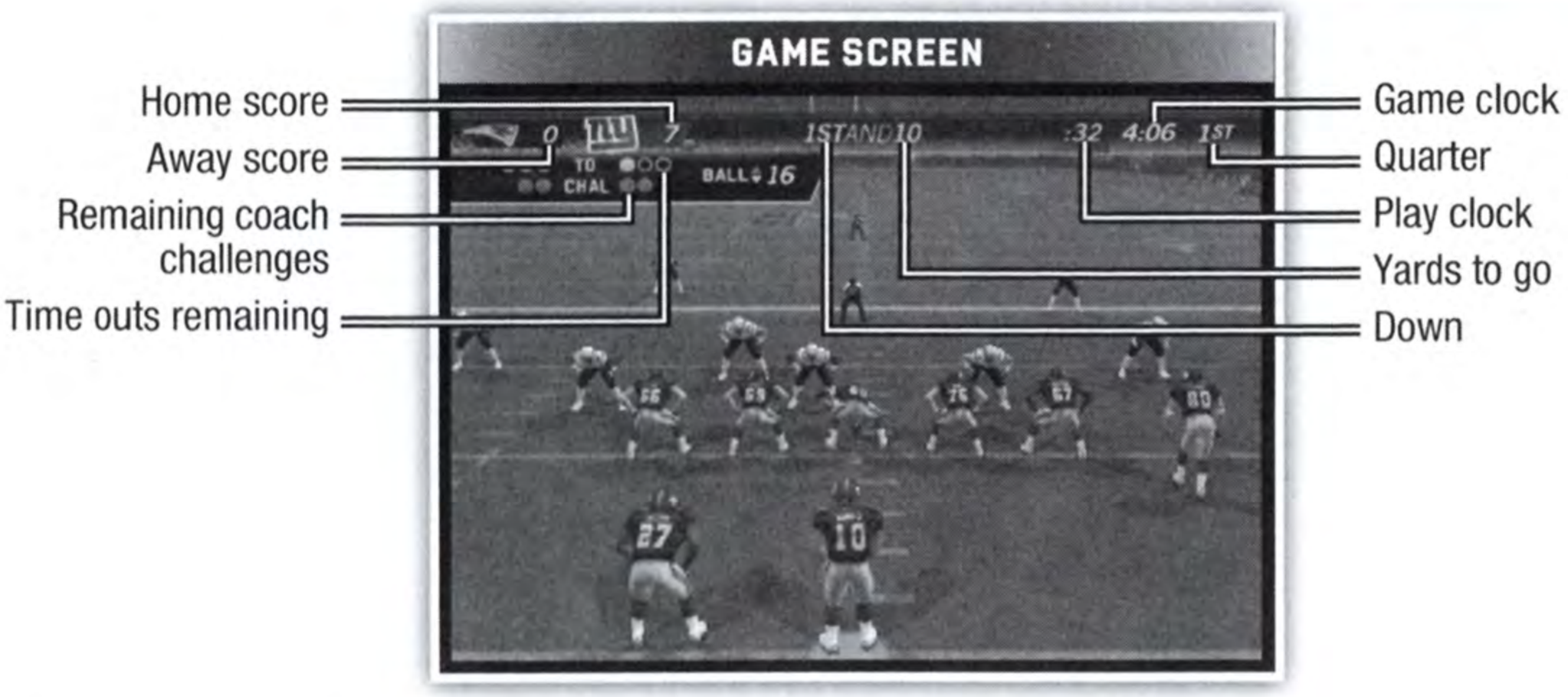
USER PROFILES
When you first play *Madden NFL 09* you are prompted to create a User Profile, which keeps track of your personal stats and accomplishments. An active User Profile saves accomplishments and statistics in various game modes, along with your Favorite Team settings, to your memory card (8MB) (for PlayStation®2).

ON THE FIELD



- Scroll through your playbook, and then select a set, formation, and play. If you need a bit of advice, press the ▣ button to pass the headset to Madden and have him suggest a play for you.
- Press the L1 button/L2 button + the button of the play to disguise your playcalling by choosing a play from the top or bottom row of plays listed in the headers.

CUSTOM PLAY MEMORY
If you tend to make numerous pre-snap adjustments, save your most frequently called plays with the all-new Custom Play Memory feature. To save a custom play, call a Hot Route or audible, and then press the ▣ button to access the audible menu. Next, click the **R3** button to save the play, then press a Directional button to select an audible slot assignment.



COMBO MOVES

Take your game to the next level by stringing together multiple actions (i.e., juke, spin, etc.) in succession. For the first time, now you can juke then cut, stiff arm then spin, and much more like never before.

DIRECT RECEIVER

When scrambling out of the pocket with your quarterback, take control of your receivers by directing their routes on the fly. After rolling outside the pocket, an indicator appears under the receiver closest to you. Move the right analog stick to direct that receiver to run in the direction you want. To switch between different receivers, click the **R3** button.

QB AVOIDANCE STICK

Using the new QB Avoidance Stick, avoid pressure while in the pocket by quickly scrambling away from sack-hungry defensemen. While defenders are closing, press the right analog stick in any direction to have your quarterback do a side-step or an elusive maneuver that shakes off a sack attempt.

RECEIVER CONTROL/LEAD BLOCKING CONTROLS

You can begin any offensive play as the lead blocker (press the ◉ button to select a blocker before the snap). After you open a big hole through the line, press the ◉ button again to switch to the runner and pick up some big yardage.

To control a receiver, cycle through the eligible players until a receiver is selected. When you control a receiver you can run his route or break off into your own pattern in order to shake defenders and make a big play.

SUPERSIM

Take full control over the pace of a game by simulating a single play, a quarter, to the next change of possession, or an entire game with the all-new SuperSim feature. Take the field or take plays off, it's entirely up to you. You can access the SuperSim menu by pressing the **START** button before a play or via the pause menu during a game.

SAVING AND LOADING

You can save profiles, online and regular rosters, NFL Superstar, and Franchise mode progress, plus spawned files, settings, and more to your memory card (8MB) (for PlayStation®2). If roster, profile, or settings files are present on a memory card, they are auto-loaded during the initial boot-up from any available MEMORY CARD slot.

AUTOSAVE

You have the option to enable the Autosave feature when you first turn on *Madden NFL 09*. When ON, game information is automatically saved to your memory card (8MB) (for PlayStation®2) when exiting game menus.

NEW EA SPORTS™ FAMILY PLAY

Now anybody can dominate the game like an All-Pro with EA SPORTS Family Play, an easy pick-up-and-play game mode without penalties, injuries, or player fatigue. An all-new playcalling system featuring simplified one-button controls, assisted player movements, and auto-tackle makes *Madden NFL 09* the most accessible football video game ever.

NOTE: EA SPORTS Family Play is available in most game modes, including Play Now, Tournament, and more.

EA SPORTS FAMILY PLAY CONTROLS—OFFENSE	
Throw ball	⊗ button
Aim throw	left analog stick
Dive	▣ button
Spin	◉ button
Special move	⊗ button
Catch	△ button

EA SPORTS FAMILY PLAY CONTROLS—DEFENSE	
Switch player	◉ button
Big hit	⊗ button

FRANCHISE

Build a team from the ground up or start with your favorite team with its current-day rosters, then try to stay on top for three full decades. To begin a franchise, choose the number of users, determine whether you will conduct a fantasy draft, choose whether or not to enable the salary cap, and then select the team for each user. Choosing the TOTAL CONTROL SIMULATION option lets you call the shots from the sideline without actually playing the games.

FANTASY DRAFT

If you conduct a fantasy draft, you have 49 rounds to fill out your roster. Be sure to pay attention to a player's rating, age, and required cap room.

FRANCHISE DECADES

Think you're the best Franchise player out there? Well now you can prove it! With the all-new Franchise scoring system, you'll earn points for things like winning during the regular and post-season, progressing your players, increasing attendance, or drafting well in the off season. Try putting up the best yearly score possible by mastering all the different areas of the mode and then track your progress over the years on the new Decade Scores screen.

THE FRANCHISE SCHEDULE

Training Camp — Put your players through drills and earn points to boost their attributes. You can skip camp if you want, but your players' performance ratings will be far from their peak.

Preseason — Finalize your roster and evaluate rookies before the regular season begins. The Position Battles screen shows who's fighting for the same position. Your preseason depth chart is automatically set: starters play the first half, rookies and backups play the second half.

During the Season — You can make trades before the sixth week of the season, sign free agents, and change game settings. Even if your team doesn't make the playoffs, you can still play any postseason game including the Super Bowl and Pro Bowl. At the end of the season, you'll also have the option to import your draft class from *NCAA® Football 09*.

Owner Mode Off-Season Hire your staff, set your team's ticket prices, build your own stadium, reward key players with signing bonuses, and more. Keep the fans happy while making sure you aren't losing money.

Off-Season There are 11 steps to the off-season that you must complete before beginning a new season. If you wish to skip any steps, you can simulate past them. However, if your Coaching Options are not set to CPU for a given step, your team won't participate in or benefit from that step.

Spawn games are games you save then play outside of Franchise mode. Merge the results back to your Franchise season to continue. If you make changes to your Franchise or start a new Franchise after spawning a game, you won't be able to merge the results of that spawned game.

NOTE: If you delete a Franchise file, any spawned game results attached to it become unusable.

FRANCHISE MENU

My Week Organization is the key to being a successful coach. Get all the tools and information you need in one place to prepare for your next opponent.

Rosters View team rosters and make all player movements and transactions.

Coach's Corner Stay one step ahead of your coaching rivals by preparing your audibles, custom Hot Routes, and packages ahead of time.

Stats/Info View your stat book, get up to speed on news from around the league, and be one of the first to read the latest stories from local and national newspapers.

My Team View team information such as salary cap/cap room, coaching prestige, and more, or export your franchise to use in other game modes, create a player, and modify your team uniform.

Owner's Box Adjust prices for tickets and merchandise, set your advertising budget, and check fan support.

My Franchise Review the Madden cards you've earned and what it's going to take to earn more, set the gameplay and system settings for your franchise, and save your progress.

FANTASY CHALLENGE

Leverage your fantasy football knowledge by drafting the ultimate NFL dream team. With your hand-picked squad of stars, play through three competitive leagues in hope of increasing your roster point budget, adding more elite superstars to your team, and reaching the fourth and final Supreme League. Leagues consist of eight teams in two different divisions, with each league becoming more difficult as you advance. Three new league champions with unique special abilities have joined the fray with one goal in mind: knocking you from your championship run. Defeat each champ in the new Champions Stadium at the end of each league and you'll advance to the next tier.

SETTING UP YOUR TEAM

Before playing games and raiding other squads, you'll need to build your team through one of four different ways. You can take to the field with the players from your Favorite Team, participate in a 15-round Mini-Draft, hand pick players from all 32 NFL teams in the Dream Draft, or get nostalgic and participate in the Hall of Fame Draft.

NEGOTIATIONS AND TRADES

After your team is assembled, you'll be asked to protect your most valued players. Those who are left unprotected will be vulnerable to negotiations from rival teams. If a team offers your player more roster points, you'll have the option to either match their offer or release the player.

Trades, on the other hand, can be made for either protected or unprotected players of the same position. You may have to sweeten the pot by throwing in a few roster points in order for the other team to accept.

ROSTER POINTS

Roster Points are used primarily to lure other players to your team. You start off with a limited budget and are free to spend points immediately. If you find yourself getting low on roster points, don't worry, you can earn more throughout the season by winning games or mini-game challenges.

MINI-GAME CHALLENGES

Occasionally after a game, a rival team will propose a Mini-Game Challenge with either a player or roster points at risk. If you win, you can either acquire a better player, roster points, or skill points, which are used to improve your players.

FANTASY CHALLENGE MAIN MENU

Rosters	Let the wheeling and dealing begin. Upgrade your squad by negotiating to or trading for players on other teams.
Team Schedule	Head to the field by selecting a game on the schedule. You can also view the team matchup and league standings from here.
My Fantasy Challenge	See which Madden cards need to be earned in order to complete your book, adjust audibles, Hot Routes, and packages, set your gameplay and system settings, and save your progress.

NFL SUPERSTAR

Create an NFL Superstar or play as a rookie from the 2008 NFL Draft Class and guide his life from pre-draft workouts all the way to the Pro Football Hall of Fame. After filling out a Registration Form and adjusting your Attributes and Build, your career begins. If you wish, you can get a head start by importing a player you've already created from *NCAA® Football 09*.

MY APARTMENT

Your apartment is where you'll find everything you need to navigate your way around the NFL. From checking messages to keeping up on your schedule, make sure you familiarize yourself with every item in your apartment because you'll need all of it to be successful.

EARN YOUR SPOT

Use points earned in practice to improve your skills and overtake players ahead of you on the depth chart, then do whatever it takes to meet your team's expectations by reaching key incentives that are written in your contract.

BECOMING A HALL OF FAMER

Work your way towards the Hall of Fame by gaining influence throughout your career. Acquire influence by performing well in games and meeting season, career, and media goals. Keep an eye on the Hall of Fame Board—if you're listed in the top five active players in your position, you're guaranteed a spot in the Hall of Fame.

GAINING INFLUENCE ON GAMEDAY

Position-specific milestones earn influence. For instance, quarterbacks will gain influence by completing passes, throwing touchdowns, etc., and lose influence by throwing interceptions, getting sacked, etc. You also gain and lose influence for what your teammates do while you're on the field. An overlay appears at the end of each play you're involved in showing the influence events and how much influence was gained or lost. Clutch moments increase the influence gains/losses.

GAMEPLAY

You can only control your Superstar from his perspective when he is on the field. When your Superstar is off the field, you can either play the game like you normally would or watch an accelerated version of the game. The playcalling screen shows the play the coach has selected and your Superstar's key stats for that game. You are not able to select your own plays.

ROLES

You earn position-specific roles based on different factors like career stats, career influence, ego, and more. Each role allows you to affect teammate, opponent, and personal attributes. The higher your influence, the more drastic your effect is on others.

EGO

Your ego comes into play when determining roles and influence gains/losses. Gain positive ego by answering interviews in a team-oriented, professional manner. Negative ego comes from answering questions selfishly. Extreme positive and negative egos affect every in-game influence gain/loss, unlock ego-specific roles such as the Team Leader or Lone Wolf, and open certain endorsement opportunities.

OTHER GAME MODES

Tournament — Create playoff-like scenarios by challenge friends and family in Tournament mode. Playing with up to 16 teams, see if you can advance through a Single or Double Elimination or Round Robin or Double Round Robin format.

Mini-Games — Fine-tune your skills by going through a pre-season Mini-Camp where you work on different aspects of your game. You can also improve your ground game in Rushing Attack or quarterback the two-minute offense in the Two-Minute Drill.

Practice — Practice any play from any playbook from anywhere on the field, or create any thinkable situation, then throw yourself into the fray.

PLAY ONLINE

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. EA ONLINE TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT WWW.EA.COM. YOU MUST BE 13+ TO REGISTER WITH EA ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON WWW.EA.COM OR 30 DAYS AFTER THE LAST DAY OF THE 2008-2009 NFL SEASON.

A network adaptor (Ethernet/modem) (for PlayStation®2) and a memory card (8MB) (for PlayStation®2) with Your Network Configuration file inserted into MEMORY CARD slot 1 are required to play Madden NFL 09 online. Madden NFL 09 is compatible with Your Network Configuration files created from other PlayStation®2 online games. You can use the Network Adaptor Start-Up Disc that came with your network adaptor (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration. Your Network Configuration file requires 94KB of free space on the memory card (8MB) (for PlayStation®2).

PLAYING ONLINE

In order to play *Madden NFL 09* online, you must create a Your Network Configuration file and a new EA Account by following the on-screen instructions. If you already have an EA Account and a Network Configuration saved on a memory card, they appear automatically.

PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: **3658** (peer-to-peer connection); **6000** (VOIP).

PLAYING *MADDEN NFL 09* ONLINE

You must have the most current online rosters to play *Madden NFL 09* online. After downloading the online rosters, you can save them to a memory card (8MB) (for PlayStation®2). You can only have one online Roster file saved to a memory card. You must have a memory card inserted in MEMORY CARD slot 1 in order to use the EA Locker feature.

EA LOCKER

From the EA Locker you can share your Profiles, Rosters, Franchise saves, Spawn games and Spawn results between your friends when you make the files public. Play your spawned franchise games online with a friend and then when you're done, simply merge the results back and pick up your season where you left off. Remember though, if you make changes to your Franchise or start a new Franchise after spawning, you won't be able to merge the results.

FEATURES

PLAYER WEAPONS

Player weapon icons identify on-field strengths and weaknesses, providing an immediate read on what your opponent is giving you. Press the L2 button before the snap to view player weapons and quickly react, create mismatches, and exploit opponent weaknesses before every play. In Franchise mode, player weapons may change depending on overall performance. For detailed descriptions, be sure to check the player weapons screen.

MY MADDEN

MY RING

Use in-game accomplishments in various game modes to help customize your own championship ring. From playing through three seasons in Franchise mode to negotiating a player away from another team in Fantasy Challenge, there are plenty of challenges to overcome. After fulfilling a task listed in the Ring of a Champion menu, a new diamond or stone appears on your ring.

SKILL DRILLS

In this progressive learning tool, five separate drills focus on skill sets that you may only use on occasion. In time, you'll learn how to use game controls under pressure which will help you improve and become a better player. Advanced and multiplayer modes allow you to fine-tune your skills or challenge a friend to a head-to-head competition.

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